CMT PRESENTS

KARAOKE REVOLUTION®

COUNTRY

EVERYONE 10+

CONTENT RATED BY ESRB

KONAMI

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

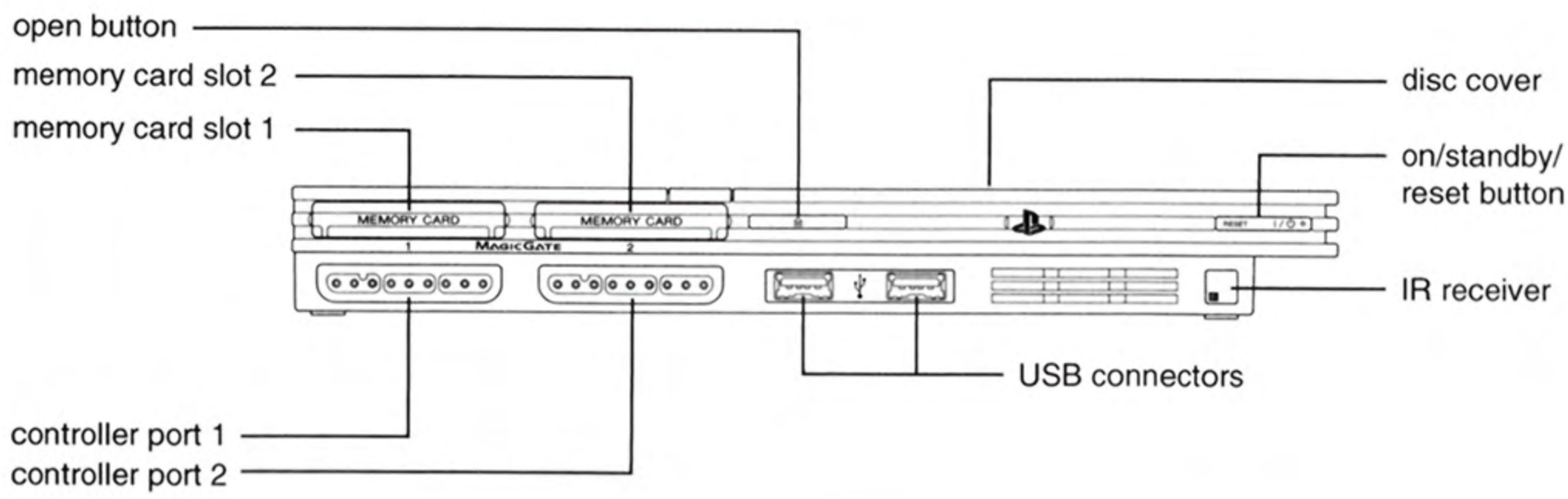
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Table of Contents

Getting Started 2
Starting Up 3
Controls 4
USB Headset/Microphone 4
EyeToy® USB Camera (for PlayStation®2) 5
Introduction 6
Main Menu 7
Prepare To Sing 9
Player Setup 9
Select Song 9
Select Venue 10
Song Setup 10
Song Type 10
Vocal Judging 10
Mic Gain 10
How To Play 11
Game Screen 11
Music Staff 11
Phrases 12
Crowd Meter 12
Combos 12
Crowd Boost 13
Final Score 13
Hints & Tips 14
Game Modes 15
Quickplay 15
One Mic Party 15
Arcade 15
Medley 15
Minigames 16
KR Challenge 17
Two Mic Party 18
Duets 18
Duet Medley 18
Knock Out 19
Knock Out Medley 19
Sing Off 19
Minigames 20
KR Challenge 21
Character Creator 22
Karaoke 23
Extras 24
Training 24
High Scores 24
Unlock Progress 24
Trophy Room 24
Credits 24
Options 25
Microphone Setup 25
Sound Setup 25
Gameplay Options 25
Save/Load 25

Getting Started



Setting Up Your PlayStation®2 Console

Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **CMT Presents: Karaoke Revolution® Country** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

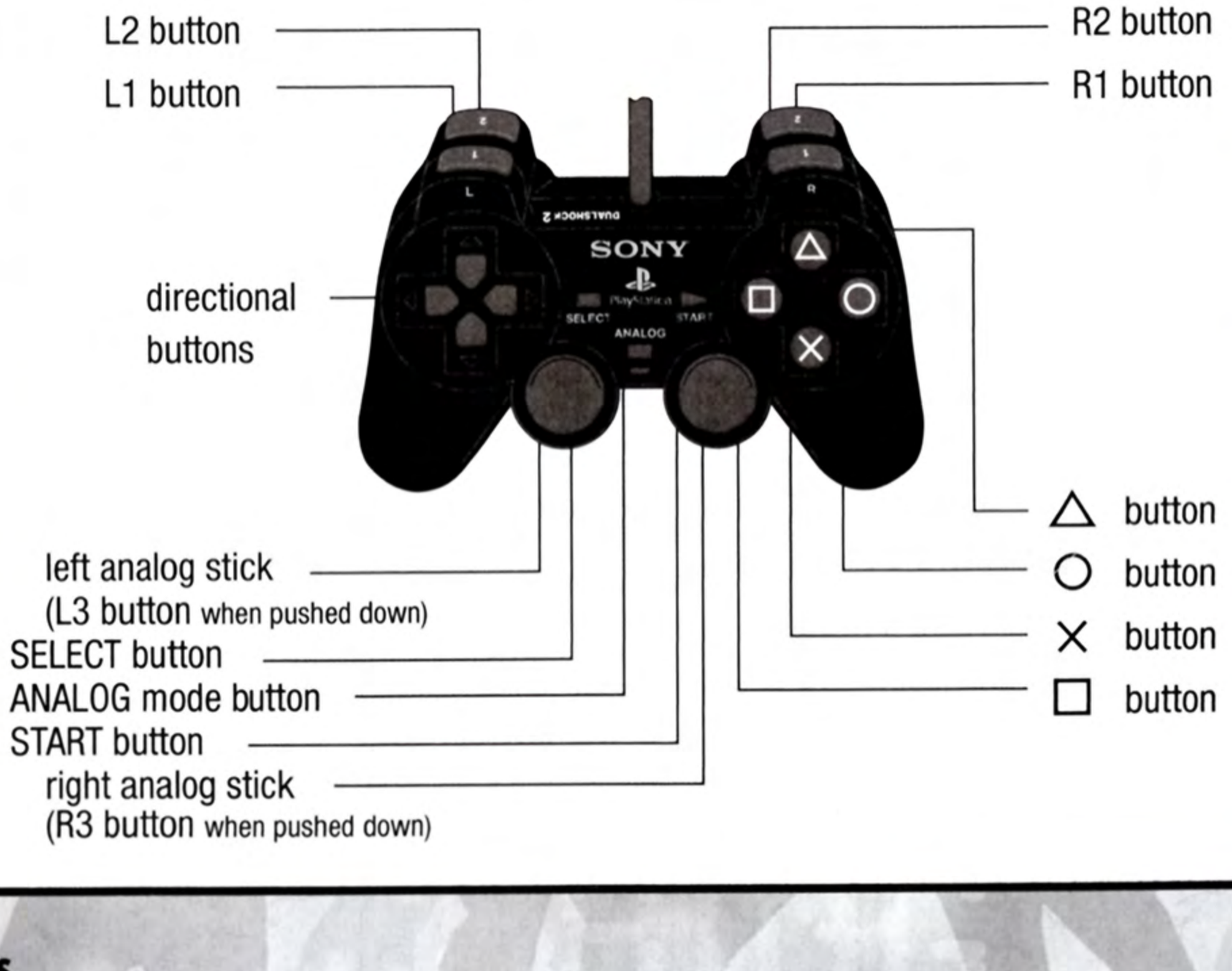
To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of the PlayStation®2 system. You can load saved game data from the same memory card (8MB)(for PlayStation®2), or from any memory card (8MB)(for PlayStation®2) containing previously saved **CMT Presents: Karaoke Revolution® Country** games.

NOTE: CMT Presents: Karaoke Revolution® Country uses at least 240 KB of data to save each game. Make sure there is enough free space on your memory card (8MB)(for PlayStation®2) before starting play. Do not insert or remove a memory card (8MB)(for PlayStation®2) while saving/loading games or you may corrupt your save game data.

Starting Up

DUALSHOCK®2 analog controller Configuration

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Menus

Directional buttons or left analog stick ↓/↑ . . . . . Highlight Menu Item
Directional buttons or left analog stick ←/→ . . . . . Change Highlighted Item
⊗ button . . . . . Select Menu Item, Save Settings
△ button or SELECT . . . . . Back to Previous Screen

In-Game Controls

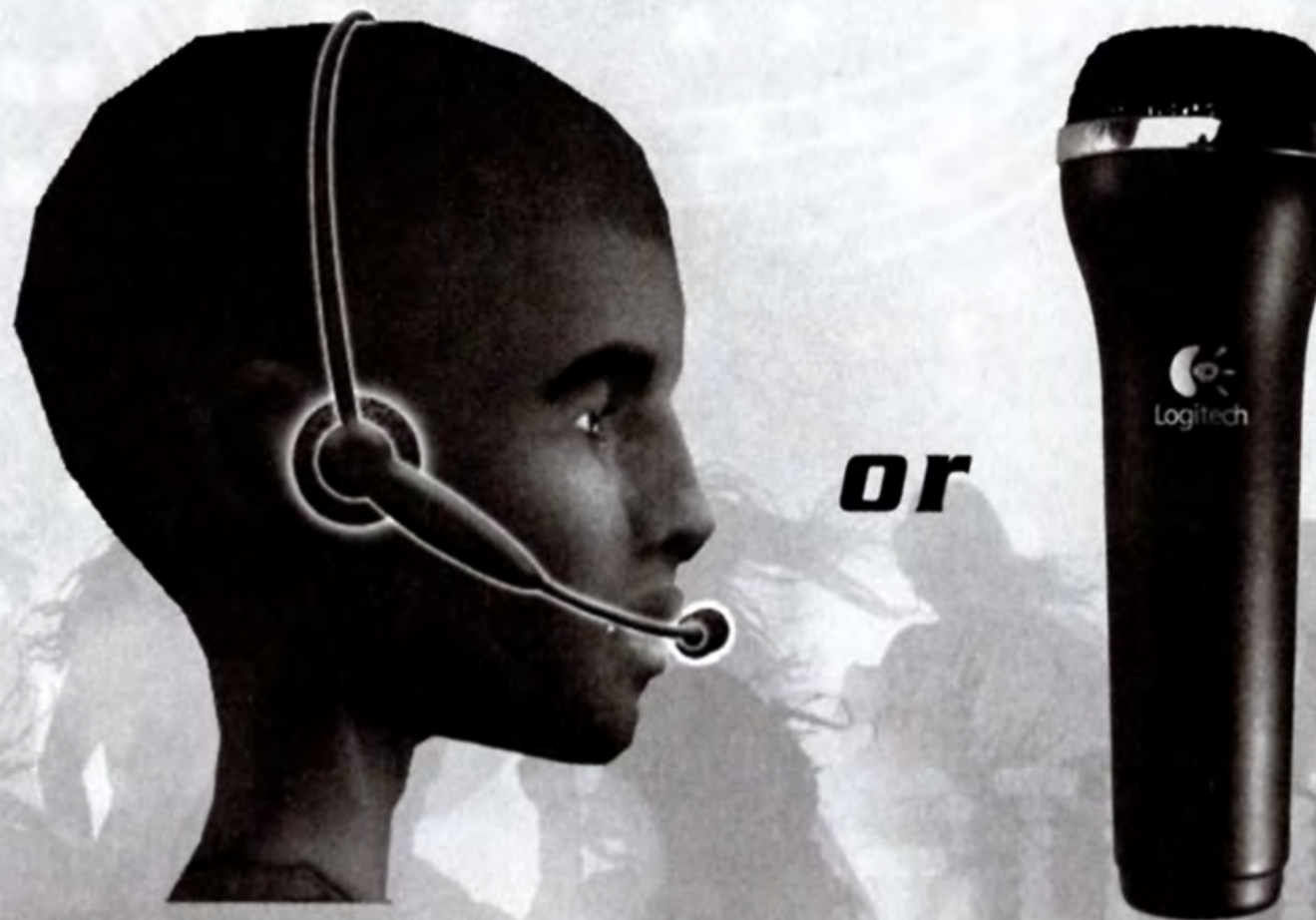
START . . . . . Pause Game

While the song is playing, you can change the sound settings with the DUALSHOCK®2 analog controller. Use the following controls to mix the sound to your personal preference:

⊗ button (hold) + ←/→ directional buttons . . . . . Earpiece Volume
□ button (hold) + ←/→ directional buttons . . . . . Microphone Volume
△ button (hold) + ←/→ directional buttons . . . . . Guide Vocals Volume
○ button (hold) + ←/→ directional buttons . . . . . Music Volume

Controls

PlayStation®2 Microphone/Headset (Required)



or

CMT Presents: Karaoke Revolution® Country requires the use of at least one PlayStation®2 microphone or headset in order to play the game. If you do not already have a microphone or headset, there are several PlayStation®2 microphones and headsets available for purchase separately. The game supports microphones and headsets designed to work with the PlayStation®2, including the Karaoke Revolution® Microphone and the Logitech® USB Microphone.

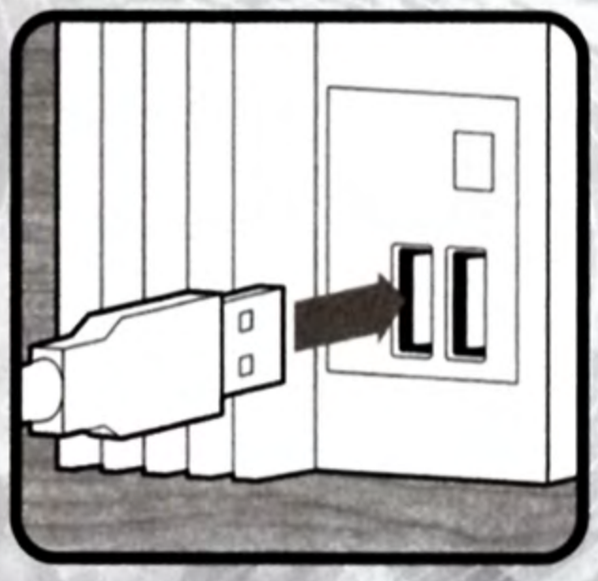
A PlayStation®2 microphone/headset must be plugged in at all times while playing the game. Before booting up the game, make sure to plug in a microphone/headset. The microphone/headset connects to either of the USB connectors, located on the front of the PlayStation®2. With the USB symbol facing up, insert the microphone/headset cable into one of the USB connectors. **CMT Presents: Karaoke Revolution® Country** supports up to two microphones/headsets at a time.

Two PlayStation®2 microphones/headsets are required for all of the Two Mic Party modes. If you have both microphones/headsets connected to your PlayStation®2 when you first run the game, the first microphone that is recognized by the system will be Microphone 1 within the game. Normally, this will be the microphone connected to the upper USB port. The microphone connected to the lower USB port will normally be Microphone 2 within the game.

For best results, it is important to keep the headset microphone or handheld microphone positioned close to the front of your mouth while playing the game. We recommend that you access the Microphone Setup screen in Options to adjust the input level of the microphone.

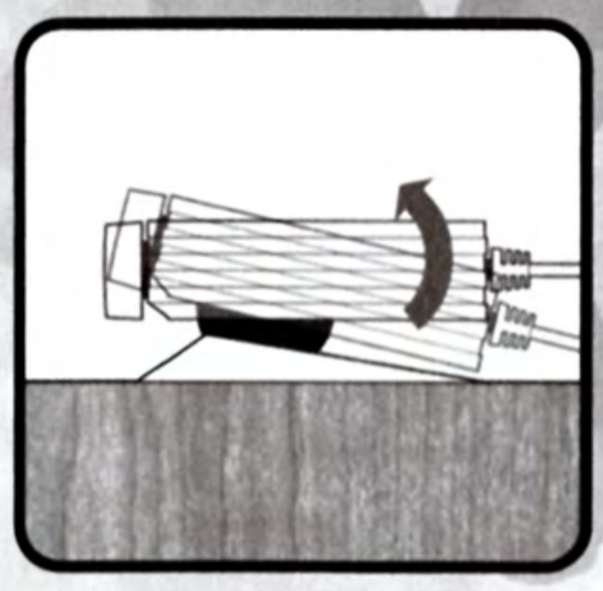
Controls

Using the EyeToy® USB Camera (for PlayStation®2) (Optional)



Insert the EyeToy® Camera into either the upper or lower USB connector on the front of the console. The LED power indicator (blue) should be on.

Place the EyeToy® Camera on top of or immediately below your television and stand back between 5 to 7 feet.



Rotate the manual focus ring to focus the camera lens. Try to ensure that your body shape is clearly defined on the screen. If your television is positioned on the floor, simply tilt the EyeToy® USB Camera (for PlayStation® 2) upwards. If the EyeToy® USB Camera (for PlayStation® 2) is too high, tilt it downwards. You can also swivel the camera base left and right to reposition the EyeToy® Camera.

NOTE: Players of different heights should tilt the angle of the EyeToy® Camera for extra convenience. DO NOT move the whole EyeToy® Camera; just tilt it gently.

NOTE: In order to use the EyeToy® USB Camera (for PlayStation®2) to create background images in Two Mic Party games, you will need a powered USB hub (sold separately). As there are many different USB hubs available, Konami cannot guarantee that every USB hub will work with the game and will not provide technical support.

Introduction

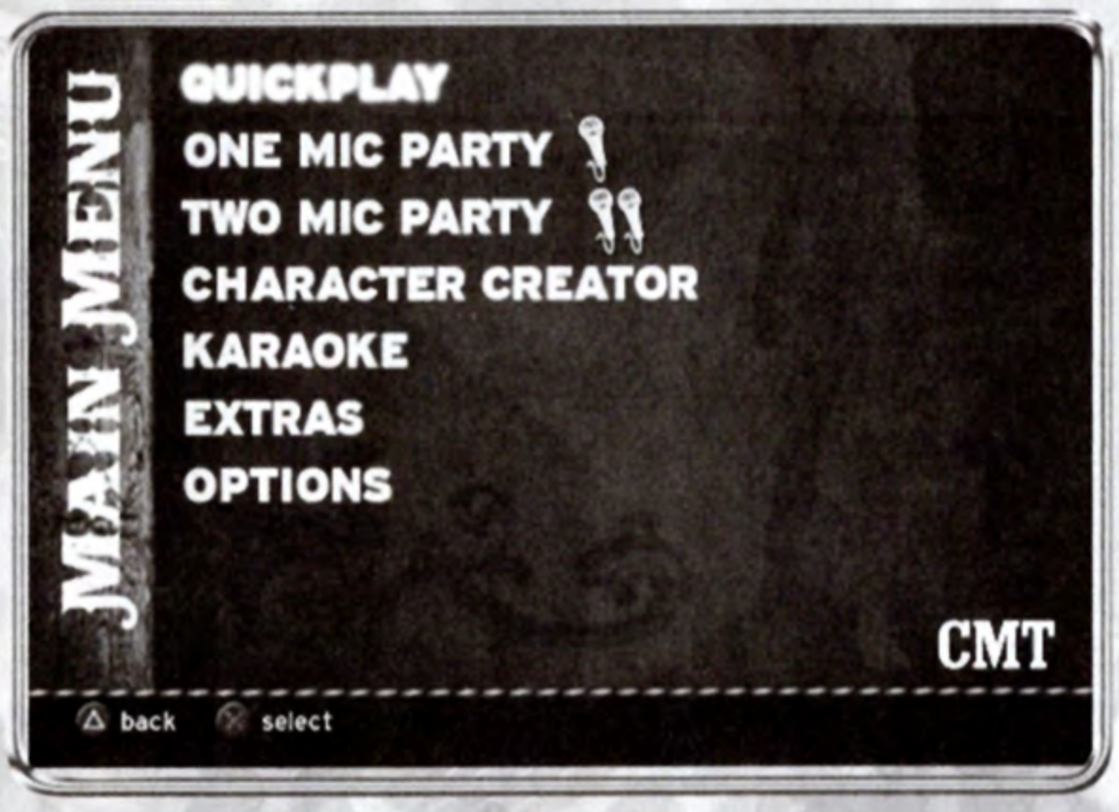
It's time to play something country! **CMT Presents: Karaoke Revolution® Country** features an all-new lineup of 35 of the greatest country songs ever recorded. Two players can join together to sing duets, or battle head-to-head in several different game modes.

CMT Presents: Karaoke Revolution® Country allows you to use the EyeToy® USB Camera (for PlayStation®2) to create a photo-realistic 3D model of your head, so you can place it on a character and put yourself in the game! The EyeToy® USB Camera (for PlayStation®2) can also be used to provide real-time video for the video screens in several of the game's venues, as you sing your favorite songs before an audience that reacts to your performance.

The main objective of the game is to sing each song exactly like the original version. As you sing the song, your vocal performance is judged by how closely you can match the pitch and rhythm of the original lead vocals. If you sing like a pro, the crowd will cheer you on and you'll rack up the points. If you sing badly, you will lose the crowd and may even get booed off of the stage!

Don't worry—if you don't consider yourself a great singer, you can lower the vocal judging and the game will become much more forgiving—even if you hit some bad notes. So don't be shy! Get a bunch of friends together, grab a microphone or two, and start singing!

Main Menu



Quickplay

Jump in, select your favorite song, and start singing. Your performance will be scored.

These game modes are for multiple players (1 to 8) sharing a single PlayStation®2 microphone or headset.

- **Arcade** – Out-sing your opponents to win the most rounds. (2 to 8 players)
- **Medley** – Sing song clips in rapid succession. (1 to 8 players)
- **Minigames** – Your voice is the controller in these arcade-style games. (1 player)
- **KR Challenge** – Play a variety of game modes to determine the ultimate Karaoke Revolution® champion. (2 to 8 players)

Two Mic Party

These game modes are for multiple players (2 to 8) using two PlayStation®2 microphones or headsets.

- **Duets** – 2 players sing together as a team for a combined score. (2 to 8 players)
- **Duet Medley** – 2 players sing song clips in rapid succession. (2 to 8 players)
- **Knock Out** – 2 players compete head-to-head to knock each other out. (2 players)
- **Knock Out Medley** – Same as Knock Out, but with a succession of song clips. (2 players)
- **Sing Off** – 2 players sing alternating phrases to get the highest score. (2 players)
- **Minigames** – Your voice becomes the controller in these arcade-style games. (2 players)
- **KR Challenge** – Play a variety of game modes to determine the ultimate Karaoke Revolution® champion. (2 to 8 players)

Main Menu

Character Creator

Create and fully customize your own characters by editing existing characters or creating new ones from scratch, and then save them to the memory card (8MB)(for PlayStation®2) for easy access. You can also use the EyeToy® USB Camera (for PlayStation®2) to put yourself into the game!

Karaoke

Standard Karaoke singing with no scoring, for one or two players.

Extras

View lots of extra goodies, including high scores, unlock progress, trophies, and credits. The Training mode is also found here.

Options

Access the microphone, sound, gameplay, and save/load options.

Prepare to Sing

Player Setup

When you begin a new game, you can customize or create new characters.

USERNAME

Select an existing name or enter a new name. This is the name that will be listed in the game itself and on the High Score tables. You can delete any name in the list by pressing the ■ button.

SELECT CHARACTER

Choose a default or custom character that you have created to use in the game.

EDIT CHARACTER

Customize the selected character by modifying the head, body, clothing, and accessories.

CREATE NEW CHARACTER

If you wish to create a character entirely from scratch, choose Create New Character. See the Character Creator section on page 22 for more details on the Character Creator.

Select Song

Press the ✕ button to view a detailed song list. Highlight a song title to hear a short preview of the song. You can also press the ● button to select a random song on the list.

Song Information:

Complexity – The note icons indicate the overall complexity of the song, from easy (1 note) to medium (2 notes) to difficult (3 notes).

Song Length – Length of the song in minutes:seconds for both Full and Short versions.

Status – The high score for the song and the current vocal judging level that was used when the high score was set.

Prepare to Sing

Select Venue

Press the ⊗ button to view the Venue list. Highlight a name to view a picture of the Venue. Press the ◉ button to select a random Venue.

Venues with EyeToy® USB Camera (for PlayStation®2) functionality will feature the EyeToy® logo in the lower right corner. The EyeToy® logo will be colored blue when the EyeToy® Camera has been detected. If the EyeToy® Camera is not connected or functioning, the EyeToy® logo will appear grey in color, and normal videos will be displayed in the venue during a song.

EyeToy®: Cinema - If no EyeToy® Camera is detected, this venue will be unavailable.

Song Setup

Depending upon the game mode you have selected, you may also be presented with additional options after selecting the character, song, and venue:

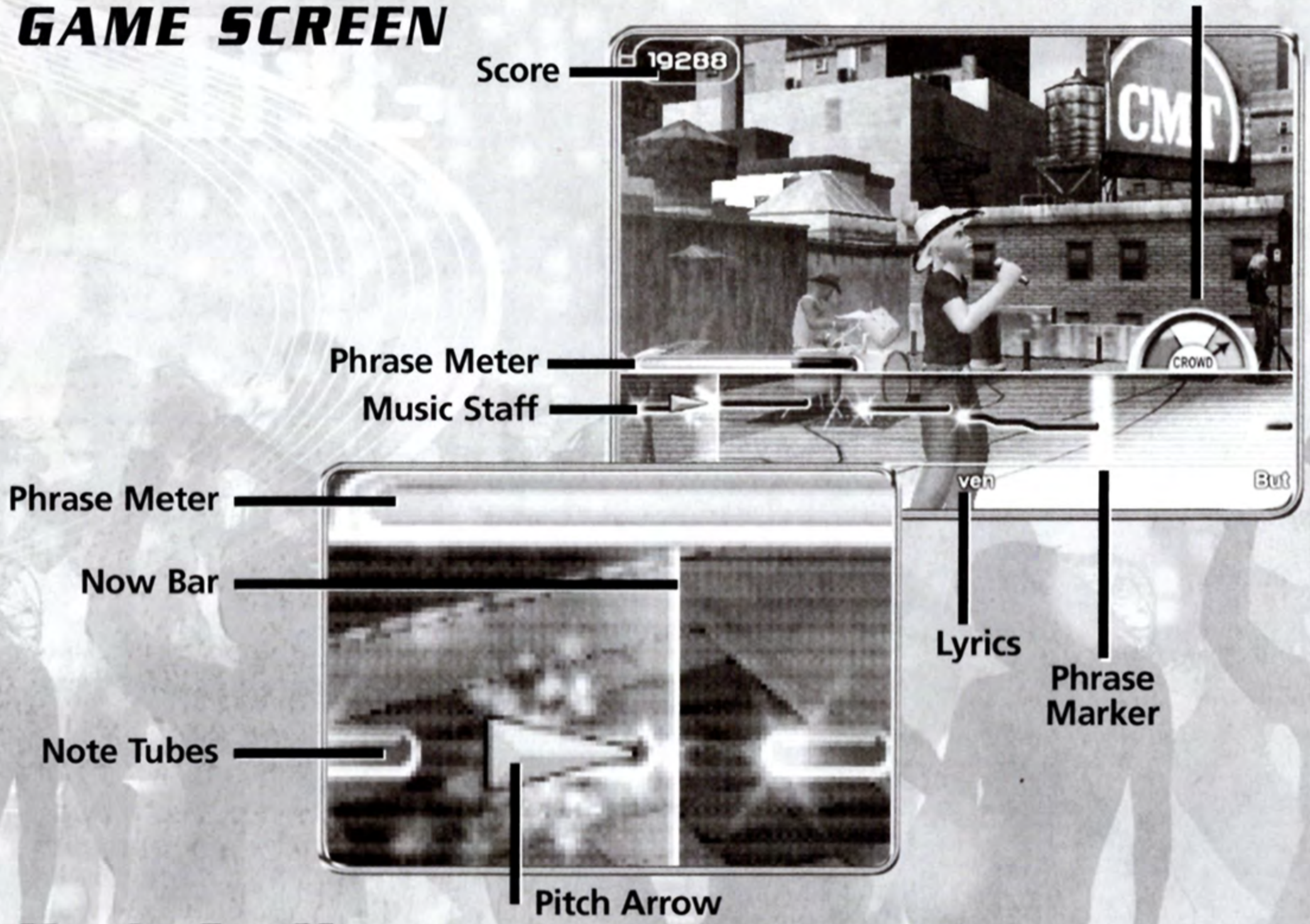
Song Type - Sing the Full song, a Short version, or a Practice (non-scored) version.

Vocal Judging - Select from Easy, Medium, Hard, or Expert judging. At the lower judging levels, the game widens the range of pitch and rhythm that is accepted and will recognize that you are singing the proper notes, even if your pitch or timing is a little off. The Phrase Meter will be shorter and will fill up quickly, making it easier to get a high rating for the phrase. If you select a higher judging level, you will need to sing much more closely to the original vocal track, and the Phrase Meter will take longer to fill up.

Mic Gain - Adjust the Mic Gain, which is the input level of the microphone.

How to Play

GAME SCREEN



Music Staff

The **Music Staff** and **Lyrics** are displayed at the bottom of the screen. The blue bars which scroll across the staff are called **Note Tubes**. Note Tubes represent the pitch and length of each note you have to sing during the song. Each word within the song matches up with a corresponding note tube.

As the Lyrics scroll across the screen, sing the proper words and try to match the Note Tubes as they reach the **Now Bar**. The **Pitch Arrow** will appear while you are singing; this represents your current pitch. The Pitch Arrow will move away from the Note Tube and tilt slightly up or down if you sing above or below the note. If the Pitch Arrow flattens out and lines up with the Note Tube and green sparks appear, this means that you are hitting the note correctly.

How to Play

Phrases

A **Phrase** is considered to be one line of Lyrics within the song. The end of each Phrase is designated by a **Phrase Marker**. When the Phrase Marker reaches the Now Bar, you have completed that Phrase, and a new Phrase will begin.

As you sing the correct notes in the Phrase, the **Phrase Meter** will fill up and change colors. Try to hit as many notes as you can to fill the Phrase Meter. At the end of the Phrase, your score will increase and you will receive a performance rating of **LOUSY, POOR, OKAY, GOOD, or GREAT**.

Crowd Meter

The **Crowd Meter** represents the excitement level of the crowd. This meter will move up or down after you receive a rating for each phrase. Try to keep the crowd excited throughout the entire song. If you are able to pin the meter to the maximum level, the meter will flash green and you will receive a special 2X score multiplier which doubles your score as long as you keep the meter pinned. If the meter drops down to a low position and starts flashing red, this is a warning that you are about to be booed off the stage. If you continue to receive bad ratings, you will eventually get booed off of the stage and the song will end.

Combos

If you manage to get a "Good" or "Great" rating on three Phrases in a row, you will start a **Combo**. During the combo, you will receive a score bonus for every Phrase. The number of combos will appear next to the Phrase Meter while the combo is in effect. As the Combo number increases, the score bonus will increase as well. When you string together a 5 Phrase Combo, you will hit the maximum score bonus and "Combo: Max!" will be displayed on the screen. Continue to score "Good" or "Great" to keep the Combo going.

Perfect Combo

If you manage to get a "Great" rating on every phrase in the entire song, you will achieve a **Perfect Combo**. On a full song, this is worth 50,000 points and a Diamond record. On a short song, this is worth 30,000 points. If you make a mistake and receive a phrase rating below "Great," you will lose your Perfect Combo for the rest of the song. You can still begin new combos, but a Perfect Combo requires a perfect performance!

How to Play

Crowd Boost

During random Phrases within the song, green sparkling Note Tubes will appear on the Music Staff. If you hit the notes correctly and get a "Good" or "Great" rating, you will receive a **Crowd Boost**. The Crowd Boost will send the Crowd Meter shooting upwards. The Crowd Boost can be especially helpful when your Crowd Meter is really low.
Note: Crowd Boost phrases do not appear when the vocal judging is set to Expert.

Final Score

At the end of the song, the **Final Score Screen** will display your username and score with the percentage of each Phrase rating listed underneath. The score gauge at the top of the screen shows how well you performed and whether you won an award. Additional information about your highest combo and difficulty levels are also displayed.
If you score enough points, you will be awarded a Gold or Platinum Record. You can

even win a Diamond Record if you score 50,000 points with a Perfect Combo. Winning Gold, Platinum, and Diamond Records will unlock special items in the game.

12,500

20,000

50,000

How to Play

HINTS & TIPS

Microphone Placement – For best results, it is important to keep the headset microphone positioned very close to the front of your mouth (1-3 cm) with the red dot facing your mouth. If you are using a handheld microphone, try to keep the microphone at the same distance from your mouth and sing directly into the microphone. We recommend that you access the Microphone Setup screen in Options to adjust the Mic Gain.

Practice – Every song featured in the game includes the lead vocals. In order to learn the songs, you should listen to and sing along with the original vocals. We have included a Practice option as well as a Karaoke mode which you can use to practice the songs.

Octaves – You can sing the songs in any octave without getting penalized. If certain notes are too high or low, try singing them in a different octave; the game system will automatically adjust. This is especially useful if you are a male singing a song with a female lead vocal, or vice versa.

Holding Notes – The game system will easily recognize vowel sounds as real notes. For long notes that are held, be sure to hold the vowel within the word, not the consonant. Make sure to hold each note for the entire length of the Note Tube. Also, try to sing clearly without any distortion in your voice.

Vocal Judging – If you are having trouble getting through a particular song, try selecting a lower vocal judging level or practice the song in Karaoke mode.

Unlocked Items – You will be able to unlock items during single player and multiplayer games, and the items that you unlock will instantly become available in all of the game modes for all of the players. The unlocked items will be automatically saved to the memory card (8MB)(for PlayStation®2). View the Unlock Progress screen in Extras to see what the requirements are for each of the unlockable items in the game.

Loading Screens – There are additional tips available for you to read on the loading screens in the game.

Game Modes

QUICKPLAY

Quickplay makes it easy to sing a song without having to enter a full game mode. Choose your username and character, select any available song and venue from the list, select between a full, short, or practice version of the song, set the vocal judging level, and you'll be ready to sing!

Quickplay is also a great mode to use when you have a group of people who want to play the game, but aren't interested in a full multiplayer game. Sing one song, then let the next person choose what they want to sing.

ONE MIC PARTY

Arcade

Warm up your vocal cords and step up to the mic! On the setup screen, choose the number of players (2-8), the number of rounds (1-5), and the song type (short or full). If you want the game to randomly select the songs, choose "All" (song selection is random on all rounds) or "Last" (song selection is random during the last round) under the Random Songs option.

Each player selects a song (except during a random round), a venue, and a vocal judging level. Following the song, players receive a score based upon the percentage of each Phrase rating. Gold, Platinum, and Diamond Records may also be awarded. At the end of each round, the Round Recap screen lists the name of the players, their rank in each round, and the overall points. Press the ◉ button to toggle the display between points/rank in each round and points/rank overall. After the players have completed all of the rounds, the player with the highest point total is declared the winner.

Medley

In Medley mode, you can customize and sing your own song medleys. Short clips from each song that you select will play in rapid succession. You must sing through all of the song clips to successfully complete the medley.

On the Medley Setup screen, select the number of players (1-8) and set the number of songs (3-5) you wish to include in the medley. If more than one person is playing, you can also choose the number of rounds (1-5) and whether or not any of the songs will be selected at random. Each song you select will be displayed on the Playlist at the right side of the screen.

Game Modes

If you have selected a song by mistake, press the △ button to take that song off of the Playlist. When you have selected all of the songs for your medley, the CONTINUE button will be highlighted. Press the ✕ button to start your medley.

If you want an extra challenge, press the ○ button to fill all of the slots with random songs. Try to sing each song as it comes up. Fortunately, we give you a little help; the song title is displayed on the screen when each song clip begins.

Minigames

There are two minigames available in the One Mic Party mode. In both of them, players use the microphone or headset to control the movement of on-screen characters. Before each minigame begins, you will have an opportunity to select your vocal range. Scroll through from low to high, sing along with the vocals and select the vocal range that you are most comfortable singing. The lowest note in the scale represents the lowest note in the game, and the highest note in the scale represents the highest note in the game.

BEACH VOLLEYBALL

You control the set of players on the left side of the screen. Sing or shout a low note to move the players towards the bottom. Sing or shout a higher note to move the players towards the top. By lining up your players with the projected course of the ball, you'll be able to volley it back across the net towards the CPU-controlled players. Listen for the note that plays when your opponent hits the ball (that is the note you must sing to hit the ball) and try to predict where the ball will land. Watch out for seagulls—if you hit one, the ball will be deflected straight back towards you! The game ends when one player reaches 10 points.

Game Modes

YO! DUDE! ROCK!

Stage divers run across the stage from left to right. As they reach the edge of the stage (the area marked as the JUMP zone), you must sing or shout the appropriate note to execute the perfect stage dive. Sing too early or too late, and the divers will execute a face plant instead. You'll score 1,000 points for each successful dive.

At the beginning of the game, one of each character type will run out and shout the note that you have to sing to trigger a jump for that character. Take advantage of the practice mode that follows to practice singing the required notes at the right time. (Hint: the notes correspond to the words "Yo!", "Dude!", and "Rock!"). A Pitch Arrow will point to one of the three note boxes on the lower left part of the screen when you hit the correct note. The game ends when the 60 second timer reaches zero. Remember to finish your previous note and quickly pause before hitting the next note, or the character may not jump off the stage.

KR Challenge

Two to eight players play a wide variety of game modes to determine the ultimate Karaoke Revolution® champion. Each round of the KR Challenge features a different type of game, enabling a large group of players to experience everything that KR Country has to offer. In the One Mic Party version, each player will compete individually for the high score. To keep the game moving quickly, all songs performed in KR Challenge will be the short versions, and medleys will include 3 song clips.

After selecting the number of players (2-8), you must choose the number of events that will be played (2-5). Additional options include:

Random Songs – Choose "None" (select your own songs), "Last" (song selection is random during the last round) or "All" (song selection is random on all rounds).
Minigames – Toggle this ON/OFF to include or remove minigames from the tournament
Advanced Events – You can put a "twist" on regular game modes in All rounds or the Last round. The random song modifiers included are: no lyrics, no note tubes, no lyrics or note tubes, and secret medley (songs are chosen at random and no song titles are displayed).
When you proceed to the next screen, the name of the initial challenge, and instructions for that challenge, will be displayed on screen. Question marks will take the place of subsequent challenges until you reach them. Each competing player takes turns performing the current round's challenge. Unless "Random Songs" was selected, each player gets to choose his/her own songs for the challenge. At the end of each round, the name, rank, and overall points for each player are displayed. Press the ◉ button to toggle the display between points/rank in each round and points/rank overall. After the players have completed all of the rounds, the player with the highest point total is declared the winner.

Game Modes

TWO MIC PARTY

These game modes are set for multiple players (2-8) and require two microphones or headsets.

Duets

In Duets, two players sing together as a team for a combined score. When a normal song is selected, the two players sing the same melody at the same time. However, certain songs within this mode allow the players to sing in harmony with separate vocal parts. These special duet songs are marked with a star and the text "True Duet" on the song selection screen.

The object of Duets is to score the most points possible as a team. The combos, crowd boosts, and crowd meter are all affected by the team's performance. In order to get a combo, both players on the team have to get consecutive "Good" or "Great" phrase ratings. At the end of the song each player's individual score is displayed separately, and added together for a final team score.

Select the number of teams (1-4, with 2 players each). If more than one team is playing, you can also select the number of rounds (1-5), song type (full or short), and random rounds (none, last, or all). In order to handicap skilled singers, you can adjust the vocal judging difficulty separately for each player. If the song is a true duet, the players can also select the vocal part they wish to sing (male/female and lead/background, depending on the song). You can also adjust the mic gain and change the various sound levels before starting the song.

Duet Medley

The Duet Medley mode is identical to the Duets mode (see above), except that players sing a succession of song clips rather than a full song. Choose the teams (1-4), the number of song clips (3-5), and, if more than one team is playing, the number of rounds (1-5) as well as any random rounds (none, last, or all).

Special duets with separate vocal parts are marked with a star and the text "True Duet" on the medley selection screen. Players can also choose which parts will be assigned to their specific microphone for the entire medley (male/female and lead/background). At the end of the song, each player's individual score is displayed separately, and added together for a final team score.

Game Modes

Knock Out

In Knock Out mode, two players go head-to-head and sing the same song in order to knockout their opponent. In order to score a knockout, a player must consistently receive better phrase ratings than his/her opponent.

A Knock Out Meter tracks each player's progress through a song. At the end of each phrase, the Knock Out Meter moves based upon the difference between each player's phrase rating. The player that scores the higher rating for that phrase will fill the Knock Out Meter with his/her color (blue or gold). When the meter is almost completely full of one color and a player is in danger of being knocked out, the meter and the staff will flash red and a warning sound will play.

When the Knock Out Meter is completely filled with a player's color, his/her opponent is knocked out of the round. If neither player scores a knockout by the end of the song, the player with the most points at the end of the song wins the round.

Select the total "best of" number of songs in the Knock Out game (1, 3, or 5), song type (full or short), and the number of random rounds (none, last, or all). Players can select the venue and the song for each round except for the random rounds. NOTE: The Knock Out game will end as soon as a player reaches the total "best of" number of rounds required to win, even if the total number of rounds have not been completed. So, for example, if you choose "best of 5 rounds" and Player One wins the first three songs, he or she is declared the winner.

Knock Out Medley

The Knock Out Medley mode is identical to the Knock Out mode (see above), except that players sing a succession of song clips rather than a full song. Select the total "best of" number of songs (1, 3, or 5), and the number of random rounds (none, last, or all).

Sing Off

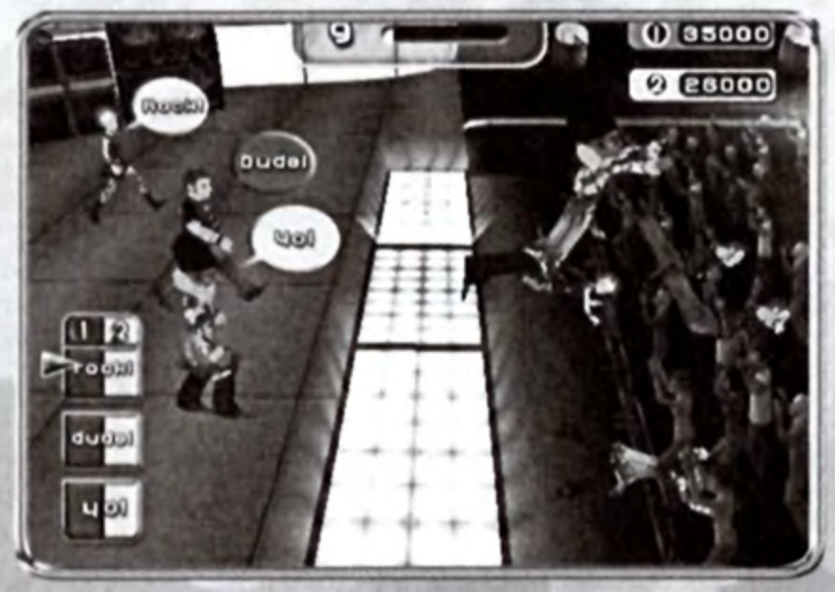
In Sing Off mode, two players try to top each other as they sing alternating phrases and sing together during the chorus sections of the song. The objective of Sing Off mode is to outscore your opponent over the course of the entire song. When you begin a Sing Off game, you must set the "best of" number of rounds (1, 3, or 5), the song type (full or short), and the number of random rounds (none, last, or all). Players can select the venue and the song for each round except for the random rounds.

At the end of the song, each player's score is displayed, and the player with the highest score is declared the winner. NOTE: The Sing Off mode will end as soon as a player reaches the total "best of" number of rounds required to win, even if the total number of rounds have not been completed.

Game Modes

Minigames

There are three minigames available in the Two Mic Party mode. In each of them, players use the microphone or headset to control the movement of on-screen characters. Before each minigame begins, both players will have an opportunity to select their vocal range. Scroll through from low to high and sing along with the vocals and select the vocal range that you are most comfortable singing. The lowest note in the scale represents the lowest note in the game, and the highest note in the scale represents the highest note in the game.



BEACH VOLLEYBALL

The Two Mic Party mode version of Beach Volleyball is identical to the One Mic Party mode version, except that two players compete simultaneously. Player One controls the players on the left side of the net; Player Two controls the players on the right side of the net. The first player to reach 10 points is the winner.

YO! DUDE! ROCK!

The Two Mic Party mode version of "Yo! Dude! Rock!" is nearly identical to the One Mic Party mode version. The only difference is that two players compete simultaneously. Player One's stage divers are represented by blue word balloons and his/her pitch arrow is on the left of the note boxes. Player Two's stage divers are represented by gold word balloons and his/her pitch arrow is on the right side. Keep an eye on your own divers and sing or shout "Yo!" "Dude!", or "Rock!" with the proper notes to successfully launch your divers off the stage. The winner is the player with the most points after time has expired.

FANFARE

You and a partner control a rock star scrambling to pick up gifts thrown on stage from his adoring fans. The tricky part is that each player controls only one axis of movement: either left/right or up/down. Player One, represented by blue arrows, must sing a high note to move the character up and a low note to move the character down. Player Two, represented by gold arrows, must sing a high note to move the character right and a low note to move the character left. Both players must work together to grab all of the items that appear on stage. Each gift that you are able to collect will add points to your total score. There are 2 special items that can be collected in the game. The first is a clock that adds 5 seconds to the game timer and extends your game. The second item is a circle of arrows that will switch the player's control axis. When this item is collected, the player who controls up/down control will switch to left/right, and vice versa. See how many points you can earn before the time runs out.

Game Modes

KR Challenge

Two to eight players play a wide variety of game modes to determine the ultimate Karaoke Revolution® champion. If 2 players are selected, you will compete against each other. If 4 or more players are selected, you will team up with another player and compete against other teams. The rules and options are identical to the KR Challenge under the One Mic Party mode, except that the potential challenges include two mic modes such as Sing Off, Battle, and Duet games. Battle mode is only available in KR Challenge and allows 2 players to compete on the same song without a knockout meter. At the end of each round, the rank and overall points of each team are displayed (if there are only 2 players, the rank and points of each player are displayed). After the teams have completed all of the rounds, the team with the highest point total is declared the winner.

Game Modes

CHARACTER CREATOR

Select your on-screen character from one of many default characters, or create your own characters from scratch. Customize the look of your character by modifying the head, body, clothing and accessories. You can even use the EyeToy® USB Camera to put yourself into the game! Additional items will become available for your character as you play through the game, so check back often to see what new items you have unlocked.

Select Character - Choose a default or custom character that you would like to edit.

Edit Character - Physical characteristics of all of the default characters, and most of the unlockable characters, can be edited:

Head: Switch heads between characters which will also change skin color; change hairstyles and color; add or eliminate facial hair and color.
Body: Change the weight, proportions and body type of your character by moving the left analog stick.
Clothing: Try on new shirts, pants, shoes and change their color; don a unique full body costume.
Accessories: Add a hat, sunglasses, wristbands, or other accessories.

Use the L1 and R1 buttons to rotate your character. When you have finished editing your character, save it to a memory card (8MB)(for PlayStation®2) or discard the changes.

Game Modes

EyeToy®: Cameo - EyeToy®: Cameo (powered by Digimask technology) is a separate program that you can use to create a 3D model of your own head. Selecting this option will require you to exit out of the game to access the EyeToy®: Cameo program.
For best results with head creation:
1) Make sure that there is adequate lighting in the room and your face is evenly lit.
2) Pull your hair back away from your eyes and face.
3) Line your face up with the outline shown on-screen, and then look directly at the EyeToy® USB Camera (for PlayStation®2).
4) Keep your face as close as possible to the EyeToy® Camera while keeping your entire face on-screen.
5) When you begin recording, capture the front of your face, and then slowly turn your head to the right, so the EyeToy® Camera captures a side profile as well.
6) It is easier to keep your head centered on the screen if you have a friend help you.
7) You will get better results if you smile slightly with your mouth closed.
8) If the forehead on your 3D head looks too big, try again and select a lower point on the top of your head when setting the points.
9) Follow the rest of the instructions to complete the process, and save your head to the memory card (8MB)(for PlayStation®2).

Once you create a head, you can go back to CMT Presents: Karaoke Revolution® Country and place the head on your character for use in the game. Enter the Character Creator, edit or create a new character, enter the Head menu, and select EyeToy®: Cameo Head. Select your head from the list of heads available.

You will also be able to use your EyeToy®: Cameo head in other games that support this feature.

Create New Character - If you wish to create your own character completely from scratch, choose Create New Character. Select Male or Female, adjust the look of the head and body, choose the clothing and accessories, and save your creation to a memory card (8MB)(for PlayStation®2).

KARAOKE

Karaoke mode is comparable to a normal karaoke machine. The lyrics of the song are displayed on-screen without the Music Staff or Note Tubes, and there is no scoring involved. The color of the lyrics will turn from white to green when you are supposed to sing. If you select Two Singers, each player picks his or her own character, and duet songs have a separate line of lyrics for each player.

In Karaoke mode, there is an additional "Full Screen Lyrics" venue available on the Select Venue screen. This venue will display stationary lyrics on the entire screen, just like standard karaoke.

(NOTE: Full Screen Lyrics is not available with Two Singers).

Extras

Training – In Training mode, we teach you the basics of the game including the interface, and we'll take you through a few interactive examples. We recommend you go through Training mode to get a better handle on how the game works before playing the other game modes.

High Scores – While playing the game, high scores will automatically be saved for Full songs, Short songs and Duets. You can check all of your high scores here. A high score is displayed for every song at each vocal judging level. Game statistics are also displayed:

Songs Completed - number of total songs that have been performed and passed.
Game Completed - % of total items available that have been unlocked.
Total Points - total number of points scored across all modes.

Unlock Progress – There are many special items and trophies to unlock by earning Gold, Platinum and Diamond records, reaching high point totals, and completing groups of songs in the same music genre. Check here to see what you've unlocked and to view the requirements for unlocking all of the remaining rewards.

Trophy Room – View a 3D representation of the trophies you have earned from great performances.

Credits – Review a list of people who contributed lots of time, effort, and hard work (not to mention some really great singing) to bring you **CMT Presents: Karaoke Revolution® Country**.

Options

Microphone Setup – If your microphone sounds distorted, or too quiet, you can adjust the input level of the microphone here.

Sound Setup – Although these settings can be changed using the controller while a game is in progress, you can also adjust the following sound levels prior to playing:

Music - Volume level of the background music track.

Vocals - Volume level of the original lead vocals in the song.

Sound FX - Volume level of the sound effects within the game.

Mic - Volume level of the microphone playback through the speakers.

Earpiece - Volume level of your voice in the earpiece monitor (only when using a headset).

Gameplay Options – Skilled Karaoke Revolution® players can make the game more difficult by turning off display items such as the Music Staff and/or Lyrics.

Save/Load – Your progress will automatically be saved as you play the game, and loaded each time that you boot up the game. However, if you insert a memory card (8MB)(for PlayStation®2) after the game has started and need to Save/Load, or you wish to turn off the Autosave feature, you can do so here.

Save - Save your game to the memory card (8MB)(for PlayStation®2).

NOTE: This will overwrite your existing saved game file.

Load - Load your game from the memory card (8MB)(for PlayStation®2).

Autosave- Turn the Autosave feature ON/OFF. Remember, if you turn Autosave OFF, you will have to manually save your progress.

Credits

HARMONIX MUSIC SYSTEMS, INC.

Karaoke Revolution Country Team

PROJECT MANAGEMENT

Project Lead
Daniel Sussman

Assistant Producer
Helen McWilliams

Programming Lead
Christine Legge Barrett

Audio Lead
Jeff Allen

QA Lead
Sean Baptiste

AUDIO

Sound Designers
Sachi Sato, Izzy Maxwell, Patrick Balthrop

ARTISTS

Character
Leeanne Williams, Grindstone/Jennifer Hrabota Lesser, Liquid Development, Inc.

Shell/Venue
Joe Kowalski

Lip Sync
Jason Kendall, Aaron DeMuth

Props
Jason Kendall

QUALITY ASSURANCE

Audio Tester
Peter Moore

Testers
Heather Wilson, Keith Smith

SUPPORT

Seneschal
Kris Fell

Network Administration
Greg Rich

Interns
Adrian Rigopulos
Keith Emmanuel

Fonts
Boston Truckstyle by Letterhead Fonts, Interstate® by Font Bureau

Images
Vincent Arnone & Kiko Ishii

Special Thanks:
Gene Landy

Karaoke Revolution Team

PROJECT MANAGEMENT

Project Leader
Tracy Rosenthal-Newsom

Programming Lead
Christine Legge Barrett

Design Lead
Elena Siegman

Audio Lead
Pete Maguire

Art Lead
Adolph Wong

Assistant Producer
Robynn M. Amy

QA Lead
DeVron Warner

PROGRAMMERS

Systems Lead
Eric Malafeew

Character System
James Fleming

Graphics Engine
Matt Moss

Audio Engine
Ethan Fenn

UI
Marc Flury

Minigames
Demiurge Studios/Bill McFadden

Build System
Philip Winston

Pinch Hitter
Eran Egozy

DESIGNERS

Designer
Chris Canfield

ARTISTS

Character Lead
Grindstone/Jennifer Hrabota Lesser

3D Character
Leeanne Williams, Liquid Development, Daniela Ben Hanoch

Venue Concept
Matt Moore, Michael Swiderek, Antonio Bolfo

Venue
Dare Matheson, Michael Swiderek, Jason Kendall, Dave Flamburis

Credits

Karaoke Revolution Team continued

Technical
Jason Booth, Jason Childress, Jason Warburg

FX
Jason Arnone, Brian Gibson, Chris Saraullo, Aaron DeMuth

User Interface Designer
Kevin McGinnis

Assistant UI Artist
Jonathan Cole

Prop
Jason Kendall

Lip Sync
Chris Saraullo, Aaron DeMuth, Carl Harders, Jason Kendall

Additional Artists
Matt Gilpin, Chris Hartelius

Video
Panoptic

QUALITY ASSURANCE

QA Coordinator
Justin "Mic Lord" Lakin

QA Leads
Naoko Takamoto, Helen McWilliams, Sean Baptiste

Testers
Robynn M. Amy, Phil Beaudreau, Scott Flynn, Jeannine Hebb, Warner Leedy, Derrek Meade, Johannes Raassina, Reuben Taube, Heather Wilson

HARMONIX MANAGEMENT

CEO
Alex Rigopulos

CTO
Eran Egozy

EVP & COO
Mike Dornbrook

VP Product Development
Greg LoPiccolo

Creative Director
Josh "Robotkid" Randall

Art Director
Ryan Lesser

Audio Director
Kasson Crooker

KONAMI DIGITAL ENTERTAINMENT

Chairman and CEO
Kazumi Kitaue

VP, North American Content Strategy
Tetsuya Hiyoshi

VP of Development
Kurt Busch

PRODUCTION

Senior Producer
Michael McHale

Producer
Daniel Tyrrell

Assistant Producer
Keith Matejka

Executive Liaison
Mary Shinya

Product Manager, Japan
Yoko Sekiguchi

Design
Michael McHale, Shawn Green

Music Direction
Keith Matejka

Credits

KONAMI DIGITAL ENTERTAINMENT

PUBLISHING

COO
Geoff Mulligan

VP of Operations
Linda Stackpoole

Senior VP of Sales & Marketing
Catherine Fowler

General Counsel
Nick Lefevre

Product Manager
Matt Knoles

Associate Director of Marketing
Brad Schlachter

Director of Marketing Communications
Cherrie McKinnon

Associate Director of Creative Services
Monique Catley

Operations Manager
Kathie Tompkins

Associate Director of PR
Marc Franklin

Package and Manual Design
Eclipse Advertising, Inc.

Customer Service Manager
Claire Moore

QUALITY ASSURANCE

QA Manager
Michael Klug

QA Assistant Manager
Tsuyoshi "Yashiki" Arayashiki

Project Lead
Jon Rivera

QA Liaison
Sachiyo Davidson-Mizuta

Lead Tester
Kevin Mitchell

Testers
Peter Anton, Brandon Campanile, Keefer Davis, Logan Dela, Adam Fitch, Andrew Fitch, Ryan Graff, Jim Hill, Melissa Jamili, Milton Le, Shane Leonard, Pearl Lu, Kellan McConnell, Adam Tapio, Jason Wilson, Matt Zenel

LICENSING

VP of Business Development
Dan Kletzky

Music Licensing Manager
Michael Rajna

Music Licensing Specialist
Natalie Martin

Thanks to Ritche Corpus, Robert Jacobson, Cameron Little, Mike Smith, Fred Swan, Mitch Kampf, Joe Kreiner, Cam Le, Roland Bosa, Nanda Kutty, Thomas Burgel, Christophe Poupon, Christophe Juncker and everyone at Logitech for the Karaoke Revolution® USB Microphone.

Lip sync data created with Impersonator™ from OC3 Entertainment, Inc. Thanks to Doug Perkowski, Jamie Redmond and John Briggs at OC3.

EyeToy®: Cameo technology licensed by Digimask Ltd. Digimask™ and the Digimask logo are trademarks of Digimask Ltd. Copyright © 2000-2005 Digimask Ltd. All rights reserved. Thanks to Gary Bracey, Matt Jesson and everyone at Digimask.

Special Thanks: Everyone at Konami, Harmonix, WaveGroup, Paul Armatta, Theresa Bottenhorn, Daniel Castillo, Jason Enos, Kirby Fong, Clara Gilbert, Jenifer Groeling, Ramon Guevara, Brand Inman, Daniel Laskowski, Barbara Loo, Kaz Nirasawa, Meghan Nishimizu, Ken Ogasawara, Sidney Oshiro, Brett Robinson, Matt Robinson, John Saito, Brad Smith, Philip Travisano, Brett Walter, Kumi Watabe and the Groovaloos.

MTV NETWORKS/CMT GAMES

Senior Director/Executive Producer, CMT Games
Joseph Varet

CMT Programming Enterprises
Liz Kiley

CMT Business and Legal Affairs
Jodi Carmichael

CMT Music Programming
Evan Kroft

CMT Marketing
Michael Engleman

CMT Designer
Amie Nguyen

Special Thanks: Brian Philips, Jeff Yapp, Tony Calandra, Chris Parr, Mary Beth Cunin, Anthony Barton, James Hitchcock, Richard Gay, Kim Miller, Richard Palermo, Andy Holeman, Martin Clayton, Hal Hassall, Sarah Brock, Anne Oakley.

Credits

HOUSE OF MOVES - MOTION CAPTURE

MANAGEMENT

Chief Executive Officer
Tom Tolles

Executive Producer
Scott Gagain

Associate Producer
Greta Anderson

Chief Operating Officer
Matt Lawrence

Sales and Marketing Coordinator
Jennifer Becherer

IT Manager
Scott Webster

PRODUCTION

Studio Technical Director
Steve Olsen

Production Manager
Chris Bellaci

Motion Capture Director
Kellee Santiago

Technical Director
Garry Gray

Motion Capture Artists
Mike Jantz, Amy Calcote, Andre Petrossian

Performers
Nonny Price, Harry Shum Jr., Michael Taylor

Music Equipment
Fraser Lunney, Michael Taylor

WAVEGROUP SOUND

Music/Vocals Recorded & Produced at WaveGroup Sound (Fremont, CA)
Additional Music Recorded and Produced by Lance Taber (Sacramento, CA)

Executive Music Producer
Will Littlejohn

Additional Production Services
Scott Dugdale, Lance Taber

Guitar
Lance Taber

Pedal Steel, Dobro
John Mitguard

Banjo
Bill Evans

Mandolin
Darol Anger

Bass
Darryl C. Anders

Drums, Percussion
Scott Dugdale

Keyboards, Piano, Organ
Scott Dugdale

Harmonica
Ben Gallant

Horns & Flute
Gavin DiStasi, Melecio Magdaluyo

Mandolin
Darol Anger

Fiddle
Darol Anger, Paul Shelasky

Vocalists
Kendra Baker, Leslie Barton, Frank "Dukes" Clary, Moorea Dickason, Scott Dugdale, Lori Emmett, Kid Beyond, Nick Gallant, Jimi James, Will Littlejohn, Becca Neunuebel, Shannon O'Rourke, Sue Pelmulder, Chris Perry, Dave Russell, Stephen Saxon, David Dees Urrutia, Kenny Washington, Austin Willacy, Susan Zelinsky

Engineers
Scott Dugdale, Frank "Dukes" Clary, Bill Frank, Nick Gallant, Mark Lee, Will Littlejohn, Sue Pelmulder, Lance Taber, David Dees Urrutia,

Programmers
Scott Dugdale

Casting
Leslie Barton

Music Credits

9 TO 5
ALL RIGHTS RESERVED. USED BY PERMISSION.

ALL MY EX'S LIVE IN TEXAS
(Sanger Shafer, Lyndia Shafer)
SONY/ATV ACUFF ROSE MUSIC
ALL RIGHTS RESERVED. USED BY PERMISSION.

AS GOOD AS I ONCE WAS
(Toby Keith, Scotty Emerick)
© 2005 Tokeco Tunes; Sony / ATV Songs LLC / Big Yellow Dog Music / Florida Cracker music, admin by Sony / ATV Music Publishing (BMI)
ALL RIGHTS RESERVED. USED BY PERMISSION.

BOOT SCOOTIN' BOOGIE
(Ronnie Dunn)
SONY/ATV TREE PUBLISHING
ALL RIGHTS RESERVED. USED BY PERMISSION.

CELEBRITY
(Brad Paisley)
Published by EMI April Music Inc.
ALL RIGHTS RESERVED. USED BY PERMISSION.

CHATTAHOOCHEE
(Jim McBride, Alan Jackson)
SONY/ATV CROSS KEYS PUBLISHING CO., INC.
ALL RIGHTS RESERVED. USED BY PERMISSION.

CRAZY
(Willie Nelson)
SONY/ATV TREE PUBLISHING
ALL RIGHTS RESERVED. USED BY PERMISSION.

DOES HE LOVE YOU
(Sandy Knox, Billy Stritch)
Copyright 1985, 1993 PKM Music (ASCAP) and Lac du Charles Musique (BMI)
ALL RIGHTS RESERVED. USED BY PERMISSION.

DON'T WORRY BOUT A THING
(Jason Deere, Kristyn Osborn)
© 2004 WB Music Corp. (ASCAP) and © 2004 emErto Music.
ALL RIGHTS RESERVED. USED BY PERMISSION.

FRIENDS IN LOW PLACES
(Earl Bud Lee, Dewayne Blackwell)
SONY/ATV CROSS KEYS PUBLISHING CO., INC.
ALL RIGHTS RESERVED. USED BY PERMISSION.

GONE
(Bob Dipiero, Jeffrey Steele)
SONY/ATV TREE PUBLISHING/LOVE MONKEY MUSIC
Publisher: Songs of Windswept Pacific (BMI) o/b/o Gottahaveable Music
ALL RIGHTS RESERVED. USED BY PERMISSION.

GOOD 'OL BOYS
(Waylon Jennings)
© 1979 Warner-Tamerlane Publishing Corp. (BMI) And Rich Way Music Inc. (BMI)
All Rights Administered By Warner-Tamerlane Publishing Corp.
ALL RIGHTS RESERVED. USED BY PERMISSION.

GOODBYE EARL
(Dennis Linde)
Published by EMI Blackwood Music Inc.
ALL RIGHTS RESERVED. USED BY PERMISSION.

HOT MAMA
(CASEY BEATHARD, TOM SHAPIRO)
SONY/ATV ACUFF ROSE MUSIC/SONY/ATV TREE PUBLISHING
ALL RIGHTS RESERVED. USED BY PERMISSION.

Music Credits

HOW DO I LIVE
(Diane Warren)
©1997 Realsongs (ASCAP)
ALL RIGHTS RESERVED. USED BY PERMISSION.

I LIKE IT I LOVE IT
(Steve Dukes, Jeb Anderson, Markus Hall)
Published by EMI Virgin Music, Inc. d/b/a
Copyright © 1995 Dimensional Music of 1091 (ASCAP) /
Rick Hall Music, Inc. (ASCAP) / EMI Full Keel Music Co. (ASCAP)
Dimensional Music of 1091 administered by Cherry Lane Music Publishing Company, Inc. (ASCAP) Lehsem Music LLC (ASCAP)
ALL RIGHTS RESERVED. USED BY PERMISSION.

I WALK THE LINE
(John R. Cash)
Published by HOUSE OF CASH, INC (BMI) / Administered by Bug
International Copyright Secured. Not For Broadcast Transmission.
© 1956 (Renewed) Hi-Lo Music, Inc. (BMI)
All Rights Administered By Unichappell Music Inc.
ALL RIGHTS RESERVED. USED BY PERMISSION.

I'M MOVIN' ON
(D. Vincent Williams, Phillip White)
© 2000 WB Music Corp. (ASCAP), Las Wagas (ASCAP), Songs Of Megalex (ASCAP) & Murrah Music Corporation (BMI) All Rights On Behalf Of Las Wagas (ASCAP) & Songs Of Megalex (ASCAP) Administered By WB Music Corp. (ASCAP)
ALL RIGHTS RESERVED. USED BY PERMISSION.

INDEPENDENCE DAY
(Gretchen Peters)
SONY/ATV CROSS KEYS PUBLISHING CO., INC./PURPLE CRAYON MUSIC
ALL RIGHTS RESERVED. USED BY PERMISSION.

IT'S A GREAT DAY TO BE ALIVE
(Darrell Scott)
Published by EMI April Music Inc.
ALL RIGHTS RESERVED. USED BY PERMISSION.

IT'S FIVE O'CLOCK SOMEWHERE
(Donald Rollins, Jim Brown)
© Warner-Tamerlane Publishing Corp. (BMI), R. Joseph Publishing (BMI), EMI April Music Inc. (ASCAP) And Sea Gayle Music (ASCAP) All Rights On Behalf Of Itself And R. Joseph Publishing Administered By Warner-Tamerlane Publishing Corp.
ALL RIGHTS RESERVED. USED BY PERMISSION.

IT'S YOUR LOVE
(Stephony Smith)
Published by EMI Blackwood Music Inc.
ALL RIGHTS RESERVED. USED BY PERMISSION.

MAMMAS DON'T LET YOUR BABIES GROW UP TO BE COWBOYS
(Ed Bruce, Patsy Bruce)
SONY/ATV TREE PUBLISHING
ALL RIGHTS RESERVED. USED BY PERMISSION.

MUD ON THE TIRES
(Brad Paisley)
Published by EMI April Music Inc.
ALL RIGHTS RESERVED. USED BY PERMISSION.

MY GIVE A DAMN'S BUSTED
(Anthony Jerome Martin, Tom Curtis Shapiro, Joe Diffie)
SONY/ATV TREE PUBLISHING
Music of Stage Three (BMI) Administered by Stage Three Music (US) Inc.
Mike Curb Music
ALL RIGHTS RESERVED. USED BY PERMISSION.

Music Credits

ON THE ROAD AGAIN
(Willie Nelson)
Published by EMI Virgin Songs, Inc. d/b/a EMI Longitude Music
ALL RIGHTS RESERVED. USED BY PERMISSION.

REDNECK WOMAN
(John Rich, Gretchen Wilson)
SONY/ATV CROSS KEYS PUBLISHING CO., INC./HOOSIERMAMA MUSIC
© 2004 WB Music Corp. (ASCAP) & Cross Keys Publishing Co., Inc. (ASCAP)
ALL RIGHTS RESERVED. USED BY PERMISSION.

SAVE A HORSE (RIDE A COWBOY)
(John Rich, Kenny Alphin)
© 2004 WB Music Corp. (ASCAP) and
© 2004 Big Love Music/BMI (Adm. by Carol Vincent and Associates, LLC).
ALL RIGHTS RESERVED. USED BY PERMISSION.

SHE THINKS MY TRACTOR'S SEXY
(Jim Collins, Paul Overstreet)
Published by SCARLET MOON MUSIC, INC. (BMI)/ EMI BLACKWOOD MUSIC INC. / JELINDA MUSIC (BMI)
ALL RIGHTS RESERVED. USED BY PERMISSION.

STAND BY YOUR MAN
(Billy Sherrill, Tammy Wynette)
Published by EMI Al Gallico Music
ALL RIGHTS RESERVED. USED BY PERMISSION.

SUDS IN THE BUCKET
(Billy Montana, Tammy Wagoner)
Mike Curb Music/BMI/Songs Of Estes/BMI (admin. by Mike Curb Music)/Curb Songs/ASCAP/Moraine Music/ASCAP (admin. by Curb Songs)
ALL RIGHTS RESERVED. USED BY PERMISSION.

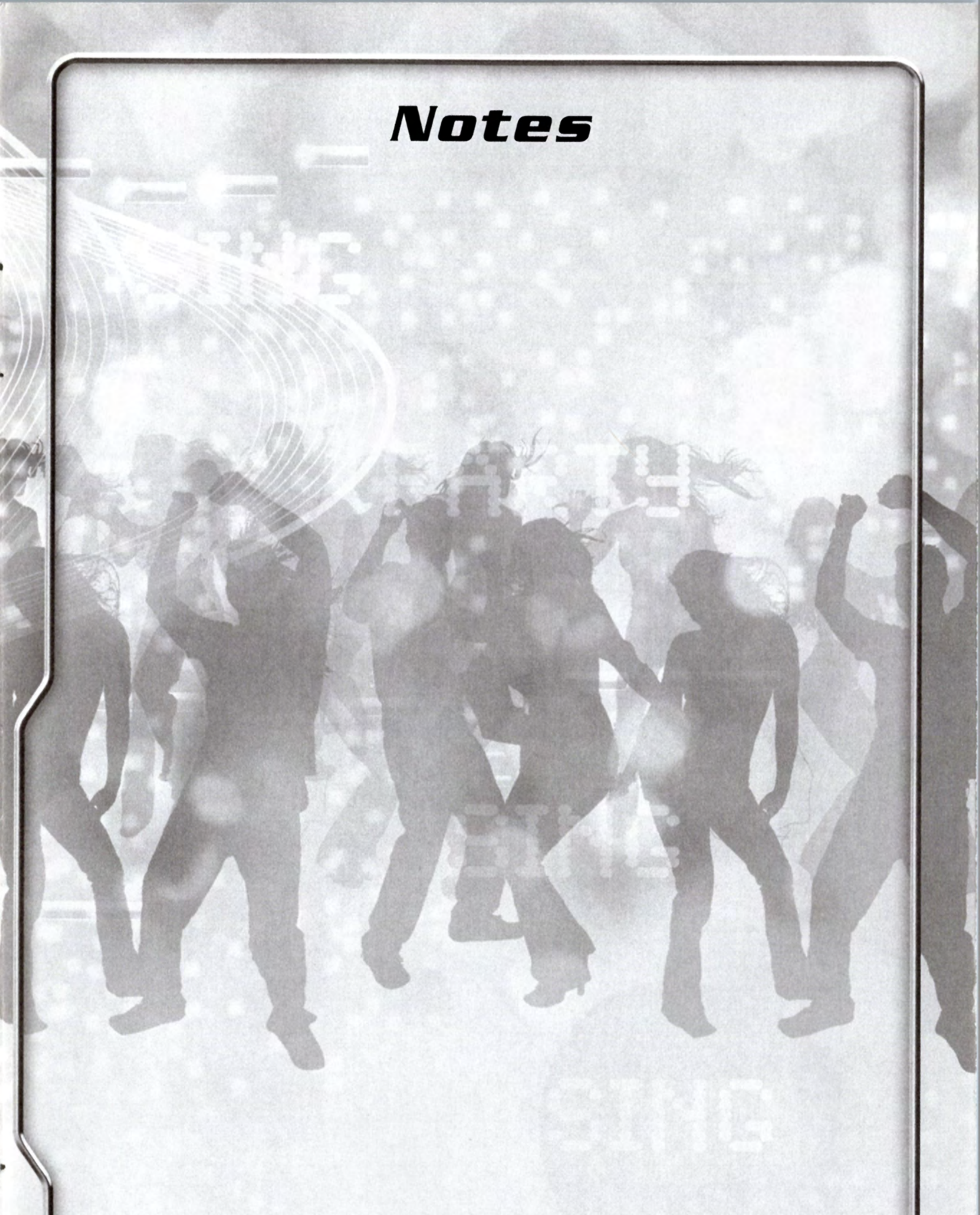
THE GAMBLER
(Don Schlitz)
SONY/ATV CROSS KEYS PUBLISHING CO., INC.
ALL RIGHTS RESERVED. USED BY PERMISSION.

WHAT WAS I THINKIN'
(Dierks Bentley, Deric Ruttan, Brett Beavers)
SONY/ATV TREE PUBLISHING/SONY/ATV CROSS KEYS PUBLISHING CO., INC.
ALL RIGHTS RESERVED. USED BY PERMISSION.

WHEN THE SUN GOES DOWN
(Brett James)
SONY/ATV CROSS KEYS PUBLISHING CO., INC./DIMENSIONAL MUSIC
ALL RIGHTS RESERVED. USED BY PERMISSION.

WIDE OPEN SPACES
(Susan Gibson)
Published by PIE EYED GROOBEE MUSIC (BMI) / Administered by Bug International
Copyright Secured. Not For Broadcast Transmission.
ALL RIGHTS RESERVED. USED BY PERMISSION.

Notes



Notes

Notes

Perfect for:

Karaoke Revolution™

Logitech®

SING ALONG
with
The Logitech® USB Karaoke Microphone

- High-quality voice input with USB
- Reliable, high quality design
- Designed for karaoke games
- 15 foot cable

VOICE POWER

Logitech®

USB MICROPHONE

Available for purchase online at: www.logitech.com/PS2microphone.

© 2004 Logitech. All rights reserved. Logitech, the Logitech logo and other Logitech marks are owned by Logitech and may be registered. All other trademarks are the property of their respective owners.

©2003 2006 KONAMI "KONAMI" and "KARAOKE REVOLUTION" are registered trademarks of KONAMI CORPORATION.

WARRANTY

Konami Digital Entertainment - America warrants to the original purchaser of this Konami software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Konami product is sold "as is," without express or implied warranty of any kind, and Konami is not liable for any losses or damages of any kind resulting from use of this program. Konami agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Konami product, postage paid, with proof of date of purchase, at its Factory Service Center. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Konami software product has arisen through abuse, unreasonable use, mistreatment, or neglect.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE KONAMI. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL KONAMI BE LIABLE FOR ANY SPECIAL INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS KONAMI PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

If you experience technical problems with your game, please call our Warranty Services number at (650) 654-5687, from 9:00 am to 5:30 pm PST, Mon-Fri.

Konami Digital Entertainment, Inc.
1400 Bridge Parkway
Redwood City, CA 94065

CONSUMER SUPPORT

If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint & Tip Line for help on many Konami games.

Konami Game Hint & Tip Line: 1-650-801-0465

Hints are available 24 hours a day. Availability is subject to change.

Become a **KONAMI INSIDER**

Go to www.konami.com/gs to register your KONAMI games and get exciting news and information from KONAMI.

When you register your game you will be automatically entered into monthly drawings to win FREE games!

For warranty information regarding Logitech microphones and headsets, please contact 702-269-3614

MUSIC IN EVERY DIRECTION

- 50 All New Songs
- New Sing and Dance Mode
- EyeToy™ USB Camera (for PlayStation®2) support.
- Fun for Everyone
- Includes playable demo of Dance Dance Revolution Extreme™ 2

The first-ever interactive DJ simulation lets you spin the tracks, feel the vibe, drop the beats and create the energy of a club - all at your fingertips.

ONLINE™
BROADBAND ONLY

PlayStation.2

©2003 2006 KONAMI. Developed by Harmonix Music Systems. Published by Konami Digital Entertainment, Inc. under license from Konami Corporation. "KONAMI" and "KARAOKE REVOLUTION" are registered trademarks of KONAMI CORPORATION. "BEMANI" is a trademark of KONAMI CORPORATION. Harmonix is a registered trademark of Harmonix Music Systems, Inc. Game engine code ©2006 Harmonix Music Systems, Inc. CMT and all related titles and/logos are trademarks of Country Music Television, In., an MTV Network. "beatmania" is a trademark of KONAMI CORPORATION. ©1997 2006 KONAMI. Developed & Published by Konami Digital Entertainment, Inc. under license from Konami Corporation. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Online play requires internet connection and Memory Card (8MB) (for PlayStation 2) (each sold separately). The Online icon is a trademark of Sony Computer Entertainment America Inc. EyeToy is a trademark of Sony Computer Entertainment Europe. Requires PlayStation 2 computer entertainment system (sold separately)

EVERYONE 10+
ESRB CONTENT RATING www.esrb.org
Mild Lyrics
Suggestive Themes